

THE DOCTORAL RESEARCH

ABSTRACTS

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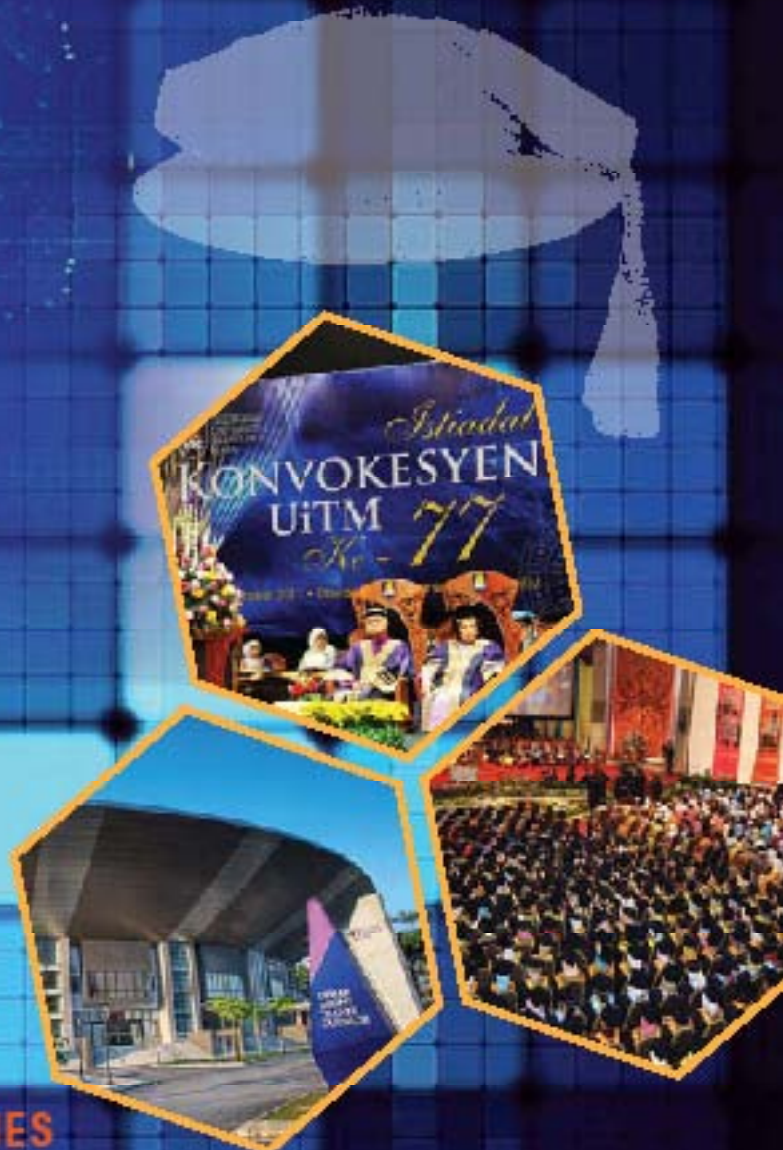


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Name : Suriyati Bt Razali

Title : Community Based E-Museum
Framework: Towards Sustainable
Cultural Heritage Information System

Faculty : Computer & Mathematical Sciences

Supervisor : Prof. Dr. Nor Laila Md Noor (MS)
Dr. Wan Adilah Wan Adnan (CS)

This research presents the work that conceptualizes a new phenomenon of sharing cultural knowledge through a model of an E-museum which is coined as the community based E-museum. This conceptualization is motivated by two main factors. The first factor is the growing need for museums to manage the digitization of their museum artifacts while trying to reach out for more historical or cultural artifacts whose custodians are individuals or families who are reluctant to surrender their artifacts to museums. The second factor is the rapid growth of user generated content that thrives on the simplicity but powerful web technology which signifies the willingness of users to participate in the contribution of content in the online social media. To gain a better understanding of museums' functions and processes, an extensive literature review was done to trace the development of the new museology and trend of e-museums was made. This community based E-museum (ComE) model is conceptualized against a backdrop that illustrates the e-museum evolution against a technology trend that managed to engage users in active online participation in the virtual world. The ComE is conceptualized as an E-museum that empowers community members who are owners of cultural artifacts to share the artifacts with other e-museum visitors through the curatorship of digital forms of the artifacts while maintaining the custodianship of the artifact. Nevertheless, this empowerment does not overlook issues of artifact genuineness and authenticity and neither does it overlook potential abuses of authorship involved in the

narration or description of the artifact. The research approach follows the soft design science approach to undertake the conceptualization and development of major constructs within the ComE model and the framework to develop instantiations of the ComE. The scope of the research is focused on the cultural artifact of the traditional Malay textile (TMT). The research is organized into three main phases following the soft design science methodology which are the awareness phase, the suggestion phase and the development and evaluation phase. During first phase of the research, the data collection consists of several techniques that include individual interviews with multi stakeholders of TMT artifacts, TMT artifact inspection and review on documentation of TMT artifacts. The interviews involved textile museum curator, TMT artifact owners and experts on TMT artifact knowledge. A CATWOE analysis was conducted to formulate a root definition of the ComE model. The second phase covered work that leads to the proposition of the conceptualized ComE model. In the third phase the ComE framework which incorporates the museum curatorship processes was developed and an instantiation of it was evaluated through expert verification. The main contribution of this work falls into three areas. The first is the theoretical contribution on the new typology of e-museum which gives a better understanding of the e-museum evolution and the new community based e-museum model that thrives on theories on museology and socio-technical systems. The second is on the methodological contribution that adds refinement to the soft design science approach which will be useful for future research that undertakes the soft design science approach. The third contribution is on the knowledge of constructs pertinent to the Community based E-museum model that exists from systematic qualitative findings of the understanding problem through the real world view within museum and TMT domain context.